

**GAMING
FUN!**

THE ESSENTIAL GUIDE TO

MINECRAFT

FREE

2

**GIANT
POSTERS
INSIDE!**

SPECIAL EDITION
INDEPENDENT & UNOFFICIAL

**EXPLORE THE
NEWEST WORLDS**



**SECRETS OF
MINECRAFT DUNGEONS**



**INSIDER
TIPS & TRICKS**



ALL THE MOBS FROM A-Z!

CENTENNIAL PRESENTS



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WITH MINECRAFT'S CAVES & CLIFFS ROLLING OUT AN AWESOME TWO-STAGE UPDATE—THE LARGEST IN MINECRAFT HISTORY!—THIS GAMING PHENOMENON PROVES IT JUST KEEPS GETTING BETTER 12 YEARS AFTER ITS LAUNCH! READ ON TO FIND OUT ABOUT THE NEW CAVE DEVELOPMENTS AND UNSEEN MATERIALS AND BIOMES ON THE HORIZON. WITH SO MUCH INNOVATION, IT'S NO WONDER MINECRAFT'S MORE POPULAR THAN EVER. AS OF APRIL 2021, THE GAME REACHED NEW HEIGHTS WITH 140 MILLION MONTHLY ACTIVE USERS. WE EXPECT EVEN MORE GROWTH THANKS TO THE ACTION-PACKED ADVENTURES, VILLAINS AND EXHILARATING WORLDS AND WEAPONS AWAITING IN DUNGEON'S NEW ANCIENT HUNTS MISSIONS IN THE FLAMES OF THE NETHER DLC.

AND IF THAT'S ALL NOT ENOUGH, MOJANG CONTINUES TO DEVELOP AND SUPPORT BEST-IN-CLASS EDUCATIONAL MAPS FOR STUDENTS OF ALL AGES. MINECRAFT TRULY IS A GAME FOR EVERYONE, AND ITS FUTURE KEEPS LOOKING BRIGHTER!



FREE POSTERS INSIDE!

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All the content in this magazine is for the information and use of the reader. It is the result of journalistic investigation and uses press sources for access to in-game materials and game art. Specialists were used for the direct collection of Minecraft images with their own avatars, to illustrate the game experience and provide critical analysis. Due to the constant updates to the game, *The Essential Guide to Minecraft* cannot be held responsible for any information that is no longer up to date or correct at the time of the publication.

MINECRAFT EARTH

The sun will set on Minecraft Earth come June 30. After the end of the Final Showdown event, the app will be removed from app stores, and players will no longer be able to log in to copies on their devices.

**GAMING
FUN!**

THE ESSENTIAL GUIDE TO MINECRAFT

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**GAMING
FUN!**

ANCIENT HUNTS

Ancient Hunts are a brand-new mission type and they grant whole new categories of items. Players need to make sure they have the most current version of the game installed before they can take on these new quests.

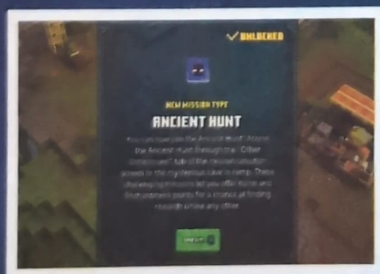
NETHER FLAMES

The Flames of the Nether is the latest paid DLC to launch for *Minecraft Dungeons*, although there are still a bunch of free features that this addition to the game brings with it. Ancient Hunts are a set of randomly generated missions that award special currency, which players spend on Gilded Items. The new merchant appears near the other shops in a cave area. Players have to give the shopkeeper four regular items from their inventory—and Enchantment Points—to take on one of these missions.



The Nether is a terrifying place to do battle, but with the new Gilded Items, players will be up for the challenge.

HOW TO HUNT



Finish the main game, and Ancient Hunts will automatically be unlocked after installing *Flames of the Nether*.



The Piglin Merchant only accepts gold as payment for his merchandise, and the only place to find gold is on a hunt!



Four different items are required to start a hunt, and Enchantment Points can increase the quality of rewards.



ALL YOU NEED IS GOLD!

Ancient Hunts reward players with emeralds and gold. However, the only place to spend that hard-earned reward is at the Piglin Merchant, who accepts only gold as payment. It's the only store in the game where players can buy Gilded Items.

The end result: Players will be doing a *lot* of Ancient Hunts to get Gilded Items.



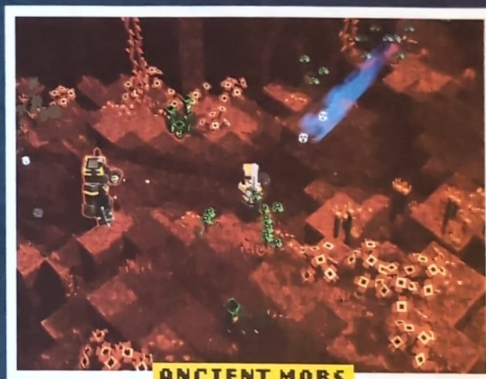
MAP

Regardless of whether a player bought the new DLC or not, all Ancient Hunts take place in the Nether, and Piglins and Piglin Brutes swarm every corner of those maps.

GILDED MOBS



Every item unlocked in an Ancient Hunt will be Gilded. Even then, they come in different rarities including common, rare and unique. Randomized enchantments are also built in.



ANCIENT MOBS

Special Blaze and Magma Cubes spawn in Ancient Hunts complete with new enchantments that make them deadlier than ever. This is in addition to the other threats to watch out for!



SEED THE HUNT

Although Mojang hasn't revealed the exact stats, they have acknowledged that the items sacrificed to start an Ancient Hunt affect the types of Mobs encountered as players play through one of these quests.

NETHER DUNGEONS



Whether a player purchased the Flames of the Nether for \$6 or downloaded it as a part of the Season Pass, Mojang has so far delivered on their scheduled DLC plans for Minecraft Dungeons.

In addition to the new maps and Mobs, there are also two skins and a baby Ghast pet that can be unlocked as a part of the package.

Flames of the Nether is the second of four planned DLCs. Howling Peak has already

launched, and the final update will include the End dimension for players to do battle in.

Minecraft Dungeons is here to stay, and we can't wait to see how the game evolves with each new update.

CARTOGRAPHY



On the main map, there are now three locations: Mainland (home of the main game), Island Realms (most of the DLC lives here), and Other Dimensions (where players will find the Nether).



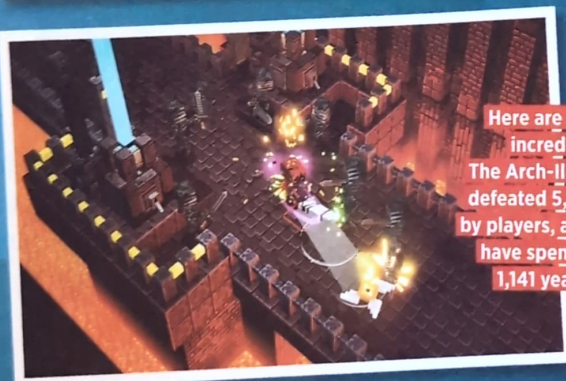
Players can fight in both the Crimson and Warped Forests in Minecraft Dungeons, two biomes that were added to the Bedrock edition last year.

**10 MILLION
PLAYERS**

MINECRAFT DUNGEONS



To celebrate the sale of 10 million units, every Minecraft Dungeons player got a new cap and pet, which were automatically added once the new update was installed.



Here are some pretty incredible stats: The Arch-Illager has been defeated 5,934,629 times by players, and adventurers have spent a combined 1,141 years in camp!

Minecraft Dungeons has been out for barely a year, and yet it has already sold over 10 million copies across all of the platforms it's available on. With sales milestones like these, Mojang will keep supporting their unique take on the dungeon crawler for a long time to come! We're totally excited to see what comes next.



Some of the missions in the Nether update are similar to quests you can embark on in Ancient Hunts, which diminishes the uniqueness of the DLC a little bit.



The new content features three unique weapons: The Pride of the Piglins, Weeping Vine Bow and Bone Cudgel. We also love the Golden Piglin Armor.

CAVES & CLIFFS

TWO-PART LAUNCH

As some expected, the Caves & Cliffs update, the largest in Minecraft history, wound up being split into two. The first batch of content arrives this summer, while the rest will launch closer to the Christmas season.

There were three reasons for the split. First, Mojang wanted to ensure the highest level of quality for the new game features. Related to that, the level of technical complexity associated with the systems ended up being far greater than originally planned, which added another level of work needed to make everything shine. And because Mojang didn't want to risk the health of its employees, the team decided to space out the release dates instead of forcing everyone to crunch. It's stories like these that remind us why we love Minecraft.



GEM AND MINERAL SHOW

The complete update isn't available yet, but players can still find copper, ore variants, crystals, geodes, tinted glass, glow ink, Deepslate and more in the game already.

TEXTURES



Most of the ore is getting a slight texture update, which players can already see in the game.

NEW MOBS



Axolotls, goats and glow squids are already walking around. All we're missing is the Warden!

FLORA DELAYED



Unfortunately, we have to wait for the new plants to be added to the game. They'll come at a later date.

CAVES AND MOUNTAINS



If a player is really desperate to play in some of the new biomes, there are a few snapshots to check out.

ARCHAEOLOGY IS BURIED

The biggest disappointment related to the changes in the release dates for the new updates is the fact that Archaeology has been indefinitely delayed. We hope it shows up eventually, but it won't be in 2021.



COPPER: THE NEW ORE



Copper is now available on the overworld. It has the ability to spawn underground in levels between 0 and 192. It becomes more common 100 levels down. Just like in the real world, copper oxidizes over time, and will change color from the familiar metallic brown to the pale green everyone knows. It changes its hue in four stages: Normal, Light Weathered, Semi-Weathered and Weathered. There are a limited number of recipes for copper at the moment, and players can't craft armor or weapons with it. However, its use as a forgeable metal will surely expand.

HIGH IN ANTIOXIDANTS

To preserve the current look of copper, players need to combine one block of the metal with a honeycomb. Doing this will preserve the block at its current oxidization state.



STAGE 1
Copper



STAGE 2
Light Weathered Copper



STAGE 3
Semi-Weathered Copper



STAGE 4
Weathered Copper



COPPER RECIPES



LIGHTNING RODS

The lightning rod does exactly what we expected it to do: It diverts lightning strikes. By placing this one-block-tall item on the top of structures, all flammable blocks in a 4 block x 16 block space around the rod will be protected.



TELESCOPE

Also known as the spyglass, this item actually allows players to zoom in their view by up to 10 times. It takes two copper ingots and an amethyst shard to create. Movement is still possible while holding one, albeit at a slower pace.



BLOCK OF COPPER

Take four ingots, and you get one block. That's about it.



CUT COPPER

As with most materials, players can create stylized copper blocks that they can use to craft stairs and slabs.



COPPER BLOCK

This is the most basic type of copper block. Players use it for most of their building needs.



COPPER INGOT

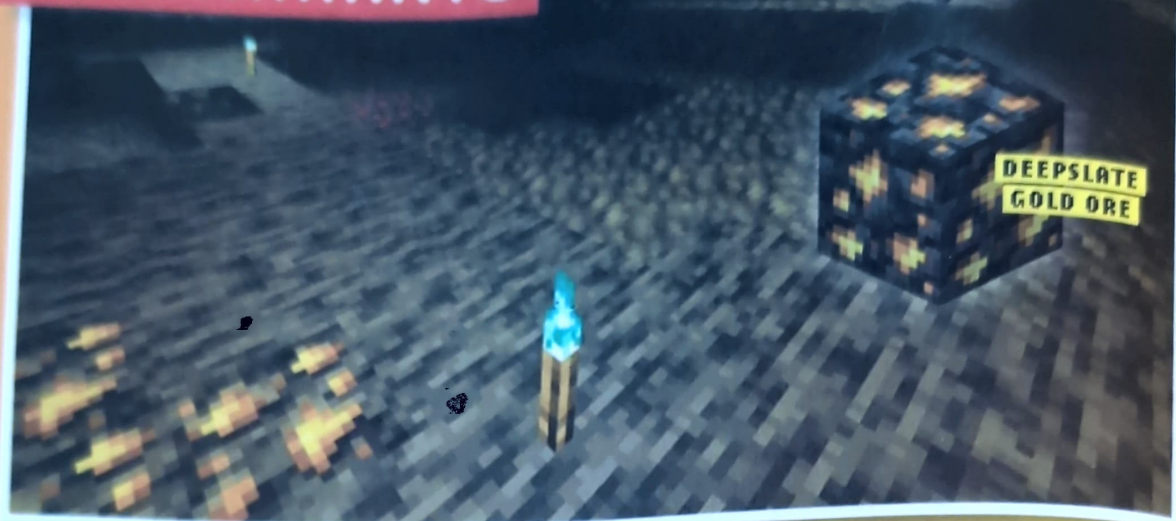
Mining copper ore and taking it to a forge will allow players to smelt it into a copper ingot. This item is the basis for most copper recipes.



COPPER ORE

This is copper in its raw form. It can be found underground and has the same basic rarity as iron, but suffers some degradation when smelted.

DEEPSLATE ORE VARIANTS



It was previously known as Grimstone, and players can find Deepslate underground...deep underground. It's a stone variant with twice the hardness of usual rock. It forms in small clusters, and any ore that spawns in a Deepslate cluster gets its own variant. It's easy to spot Deepslate because it has a much darker color than the surrounding stone. We recommend using a pickaxe with a Silk Touch Enchantment to mine the actual Deepslate block instead of cobbled Deepslate. That way players can craft items with greater durability.

AMETHYSTS

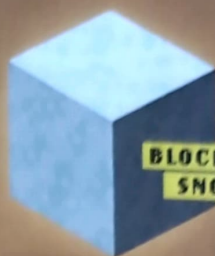
Although Dripstones and the Lush Caves won't see a release until later this year, crystals are already showing up in Minecraft.

Amethysts spawn in giant clusters, and are minable with an iron pickaxe or better. There isn't much to do with amethysts yet, but we imagine that will change as the next round of content launches.



1 Glass Block +
4 Amethyst Shards
= Tinted Glass

Climbing up into the mountains, players will notice Powder Snow. This new block type is great for setting traps for Mobs and other players, as putting any weight on them will cause the victim to fall right through. Goats avoid these blocks completely and hop right over them. An observant player can use this knowledge to follow a goat's lead and stay away from any hidden pitfalls. Use leather boots to pass over these blocks safely, or transport them with a bucket.



BLOCK OF SNOW

POWDER SNOW



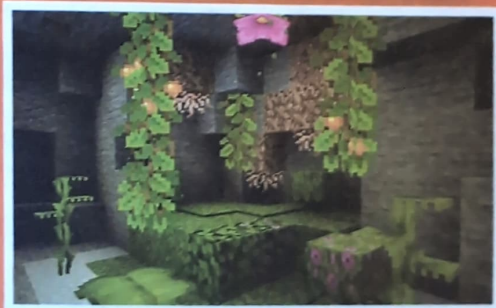
DRIPSTONE CAVE BLOCKS

The new Dripstone Caves underground biome features Dripstone blocks. These waterlogged dirt blocks clue players in to the fact that an underground cavern is nearby. These caves aren't live in the game yet, but the Dripstone blocks have started to show up.



DRIPSTONE

LUSH CAVE BLOCKS



Although the Lush Caves biome isn't ready for prime time just yet, there are hints of its imminent arrival. Glowing lichen already lines some of the walls of underground caverns. Keep in mind that it's not possible to set a spawn point in this biome when it goes live.

WILDLIFE

GOATS

Out of all the new Mobs added, players can do the most with goats. They can be domesticated, they're easy to breed using only wheat, and they are also a good source of food. The only thing to watch out for when interacting with goats is their tendency to head-butt using their horns. An ill-timed attack could send an unprepared player falling all the way down a cliff. Goats are already wandering the mountains of Minecraft in the latest update.



Keeping some wheat around is a good practice when interacting with goats. They won't charge as long as they see wheat, and they will follow any player holding some.

GLOW SQUIDS

Glow squids were one of the favorites in the vote held in 2020 to determine new Mobs to be added to the game. This new species of squid spawns in the deep waters of ocean biomes and underground water sources. It seems likely, then, that when the Lush Caves biome finally arrives, glow squids will really enjoy congregating there. The main difference between glow squids and regular squids is that the former hate bright light.



When a glow squid dies, it drops a Glow Ink Sac. These awesome items allow players to create glowing signs and frames.

AXOLOTLs

Everyone's favorite salamander makes its glorious debut in Minecraft! Axolotls live in underground water sources and spawn in five variants. Gold, Cyan, Wild and Lucy are the common varieties, and Blue is considered ultrarare. They are passive Mobs to players, but hostile to just about every other underwater Mob except dolphins and turtles. Because they are amphibians, they can leave the water from time to time, although they always return before long.

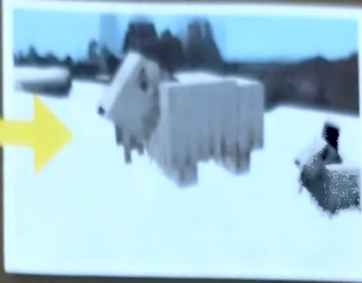


Catch an axolotl in a bucket and give it a home in a small pool or lake. This way, they can breed in captivity.

Along with all of the amazing biome updates, the Caves & Cliffs expansion brings several new Mobs into the world of Minecraft. Each has its own unique look and behavior patterns for players to discover.



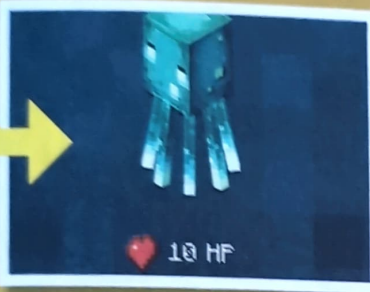
With a bucket in hand, players can procure milk from goats. Prior to their addition to the game, only cows and mushrooms produced milk. Goat milk in Minecraft is used to make cakes.



Breeding goats is pretty easy. Simply make sure to get several on a farm, and when they enter their love mode, feed them some wheat. A kid will spawn shortly after.



Goats can jump an incredible 10 blocks high. They have this skill to avoid Powder Snow. They won't jump as far if charging, and if they miss their target and hit something, they'll drop a goat horn.



Glow squids made their first appearance in Minecraft Earth, where they lived in the swamplands biome.



The glow squid beat out both the moobloom and the icologer at the last Minecraft Live event.



One of the main reasons fans were so excited for the inclusion of glow squids is their ability to make things shine. Who doesn't want to have a glowing picture hanging in their house?



Unfortunately, the green variant of the axolotl didn't make it into the full game. They were previewed last year, but didn't make the final cut.



It's possible, although a little strange, to use a lead on an axolotl. But hey, to each their own, as far as pets are concerned!



Axolotls are highly aggressive to Drowned Mobs. Helping an axolotl kill an enemy will cause it to grant health regeneration and reduce fatigue for a while.

WAYS TO PLAY

CREATIVE

Creative Mode is a true playground for aspiring Minecraft architects. Right from the start, you have access to every item and block type (yup, even the unminable ones) in the game. You can even fly around without the need of the ultrarare elytra wings! The advantage of this, of course, is that you can build high into the sky without the burden of gravity holding you down.

Your imagination is the limit in Creative Mode—so start building!



HATCHING MOBS

Want to spawn some pigs? There's an egg for that. This special item lets you populate the world with all sorts of Mobs.



BUILD WITHOUT LIMITS

Bedrock is impervious to all attacks in Survival Mode, but when you play in Creative Mode, this block type and several others are at your disposal to build with.



STRESS-FREE MINING

There's no need to defend yourself or eat in Creative Mode. You have both infinite health and hunger, freeing you up to build and explore without fear of attacking Mobs.

SURVIVAL



You start Survival Mode with nothing. Millions of players know the pain of punching trees to get those all-important first pieces of wood. Your first day is wrought with fighting Mobs, gathering resources to build tools and fashioning a shelter to survive the night. An exciting aspect of this mode is that there is a way to beat the game. Over many days of mining, crafting and combat, you can enter The End, a dark realm filled with horrifying Mobs and the almighty Ender Dragon. Defeating it rewards you with the End Poem, a 10-minute-long discussion of your accomplishments.

THE ENDER DRAGON



To complete Survival Mode, you'll first need to gain access to The End. When you arrive, you'll encounter Endermen, Shulkers and eventually the all-powerful Ender Dragon. This vicious foe uses a variety of fire and acid attacks. It will take all of your most powerful items and skills to defeat.

ALTERNATE DIMENSIONS

Exploring every dimension is critical to beating Survival Mode. Only the Overworld is available from the start, but eventually you'll discover how to access the dangerous realms that ultimately lead to the Ender Dragon.



THE OVERWORLD

Most of your time is spent here. The Overworld has a huge variety of biomes, all of which have resources critical to completing the game.



THE NETHER

Use obsidian to build a portal to this fiery world filled with Withers, Ghosts and even Zombie Pigs. You'll find resources here needed to access The End.



THE END

Activating an End Portal is the only way to this alternate dimension. The most difficult Mobs in the game spawn here. Come prepared, because this place is dangerous!

When you start Survival Mode, you appear in the middle of a field surrounded by trees. The only tool available is your fist. It's time to start punching some trees. It takes several hits, but before long you'll collect enough wood to craft your first item.

CONQUERING YOUR FIRST DAY

CRAFTING PLANKS ANY TYPE OF WOOD



Once you've collected enough wood, your next objective is to make some wooden planks. At this point in the game any plank will do, so open your inventory and get to work!



THE CRAFTING TABLE ANY TYPE OF PLANKS



Using your planks, combine four to make a crafting table. This item is your gateway to a much larger world. You need one to make almost everything else in the game. When you're ready to place it, try to identify a location that can be easily converted into a shelter, which you'll occupy for most of your first night. By thinking ahead, you won't have to destroy the crafting table and rebuild it again.

CRAFTING STICKS ANY TYPE OF PLANKS



Early in the game, sticks might be one of the most valuable crafting ingredients. Sticks are needed to make just about every tool critical to your early survival: axes, pickaxes, shovels, swords, bows and fishing rods. Always try to keep a few handy, although it's easy enough to create more. All you need is two planks or pieces of bamboo.

PICKAXE

TOOL	INGREDIENTS	DAMAGE*	RECIPE	DURABILITY
WOODEN PICKAXE	PLANKS + STICK	2		59
STONE PICKAXE	COBBLESTONE + STICK	3		131
IRON PICKAXE	IRON + STICK	4		250
GOLDEN PICKAXE	GOLD + STICK	2		32
DIAMOND PICKAXE	DIAMOND + STICK	5		1561
NETHERITE PICKAXE	DIAMOND AXE + NETHERITE INGOTS	6		2031

The only way to make stronger tools is to have better raw materials, and the best way to find some is with a pickaxe. You'll always want one in your inventory, because you can stumble onto a vein of rare metal at any time.

Pickaxes can be a bit of overkill when trying to gather materials like sand or snow, however, and that's where the shovel comes in.

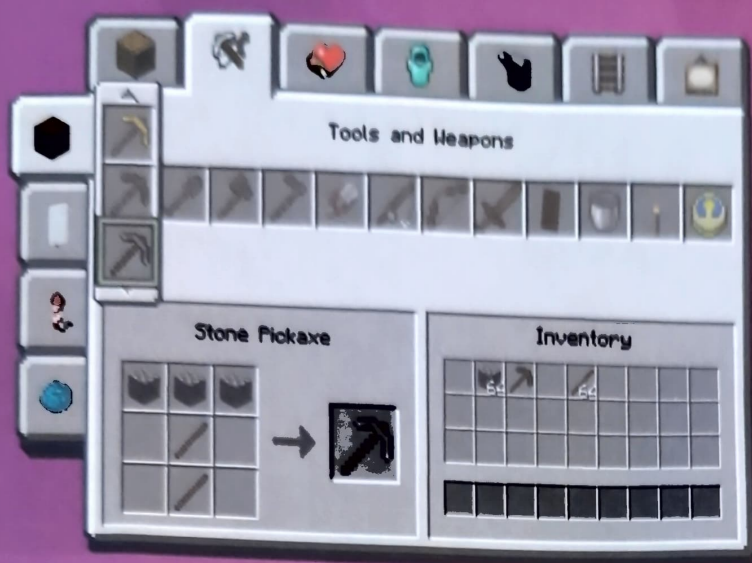
SHOVEL

TOOL	INGREDIENTS	DAMAGE*	RECIPE	DURABILITY
WOODEN SHOVEL	PLANKS + STICK	2		59
STONE SHOVEL	COBBLESTONE + STICK	3		131
IRON SHOVEL	IRON + STICK	4		250
GOLDEN SHOVEL	GOLD + STICK	2		32
DIAMOND SHOVEL	DIAMOND + STICK	5		1561
NETHERITE SHOVEL	DIAMOND SHOVEL + NETHERITE INGOTS	6		2031

* All attack powers are increased in Java Edition.



CRAFTING...



The crafting and inventory features have come a long way since the earlier versions of the game. It's much easier to see what you have and what you need to craft an item.

... STAINING
COBWEBS

To make a fishing rod, you'll need string, which is easy enough to make once you find a couple of cobwebs. String is used for bows, crossbows and white wool as well.

... A BOAT
PLANKS AND SHOVEL

You might find yourself surrounded by water when you start out, and in that event a boat can be a lifesaver. It's a safe, fast way to travel over water, and it doesn't increase hunger while using it. The recipe here is for the Bedrock Edition. If you're playing the Java Edition, you don't need the shovel.

... A FISHING ROD
STRING AND STICK

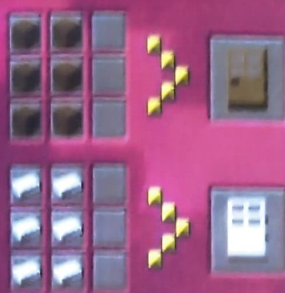
Though it might not be a critical part of surviving your first night, hunger will become a big part of playing Survival Mode. If you find yourself with a little extra time, try crafting a fishing rod. This useful tool lets you catch a variety of fish from any nearby water sources.

... A BED
WOOL AND PLANKS

Find some wool from sheep and combine it with planks to make a bed. Though not necessary for surviving the first day, a bed provides some advantages. Sleeping on one sets a spawn point, and lets you skip the night and the Mobs it brings. Craft a couple of torches (one coal and one stick) while you're at it to help complete your shelter.



... DOORS PLANKS AND IRON



Doors are easy to craft, and provide a great security feature for your first shelter without making it hard to enter or exit. You can make doors out of planks or iron ingots. An iron door is much more durable than a wooden one.

... A FURNACE COBBLESTONE



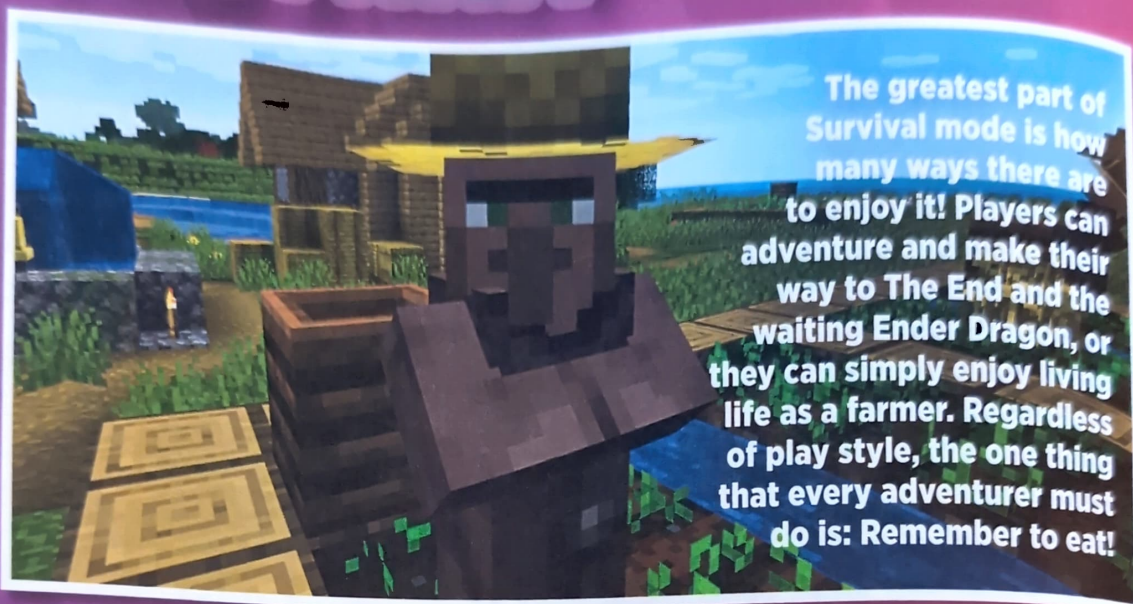
It's a stretch goal for the first day, but having a furnace is an absolute necessity early on. To craft more powerful tools and weapons, you'll need iron ingots, and you can only acquire them by smelting iron ore.

... A CHEST PLANKS



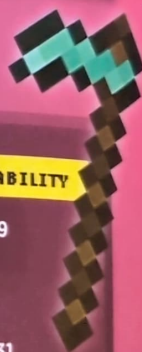
Your personal inventory is limited, and it fills up quickly. Crafting a chest is a great way to expand the items you can hold so you won't find yourself having to make decisions about what to keep and what to drop. With this final item crafted and your shelter built, you're ready to grab a little R&R.

LIFE ON THE FARM



The greatest part of Survival mode is how many ways there are to enjoy it! Players can adventure and make their way to The End and the waiting Ender Dragon, or they can simply enjoy living life as a farmer. Regardless of play style, the one thing that every adventurer must do is: Remember to eat!

CRAFTING A HOE



WEAPON	INGREDIENTS	DAMAGE*	RECIPE	DURABILITY
WOODEN HOE	PLANKS + STICK	1		59
STONE HOE	COBBLESTONE + STICK	2		131
IRON HOE	IRON INGOT + STICK	3		250
GOLDEN HOE	GOLD INGOTS + STICK	1		32
DIAMOND HOE	DIAMONDS + STICK	1		1561
NETHERITE HOE	DIAMOND HOE + NETHERITE INGOT	4		2031

* All hoes deal 1 damage in Java Edition.

COMMON CROPS

Before setting aside a plot of land for farming, remember to build a hoe. With one in hand, it's time to pick the perfect spot to begin planting crops.

Farmland should always be within eight blocks of a body of water. Ideally, a farm should be built near a lake or a river. If the desired plot of land isn't near a natural

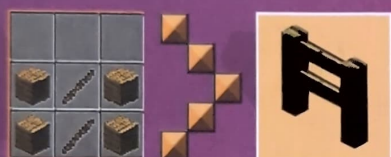
body of water, it's possible to build a canal that will take water to growing crops.

From there, plant seeds in prepared soil, and harvest the results with the hoe. Keep in mind that some plants will only grow in certain conditions. Cocoa must be grown in the jungle biome, and Nether Wart has to be planted in Soul Sand.

ITEM	HUNGER POINTS RESTORED	GROW STAGES	SEEDS
 BEETROOT	1	4	BEETROOT SEEDS
 CARROT	3	8	ITEM USED AS SEED
 COCOA	0	3	COCOA BEANS
 MELON	6 TO 21	8	MELON SEEDS
 NETHER WART	0	4	ITEM USED AS SEED
 POTATO	1	8	ITEM USED AS SEED
 PUMPKIN	0	8	PUMPKIN SEEDS
 SWEET BERRIES	2	4	ITEM USED AS SEED
 WHEAT	0	8	WHEAT SEEDS

LIFE AS A RANCHER

CRAFTING FENCES ANY TYPE OF PLANK AND STICKS



Breeding species generally need to be in a closed area and fed before they'll reproduce. The easiest way to accomplish this is by building a fence.

CRAFTING FENCE GATES ANY TYPE OF PLANK AND STICKS



Make sure to build a fence gate so that animals can get in and out as necessary. It will be hard to move livestock between pens without one of these.

CRAFTING LEADS STRING AND A SLIMEBALL



It will be easier to move some of the passive Mobs around if they're leashed. Crafting a lead from string and a slimeball is a surprisingly useful thing to do.

SADDLE SADDLES CAN'T BE CRAFTED



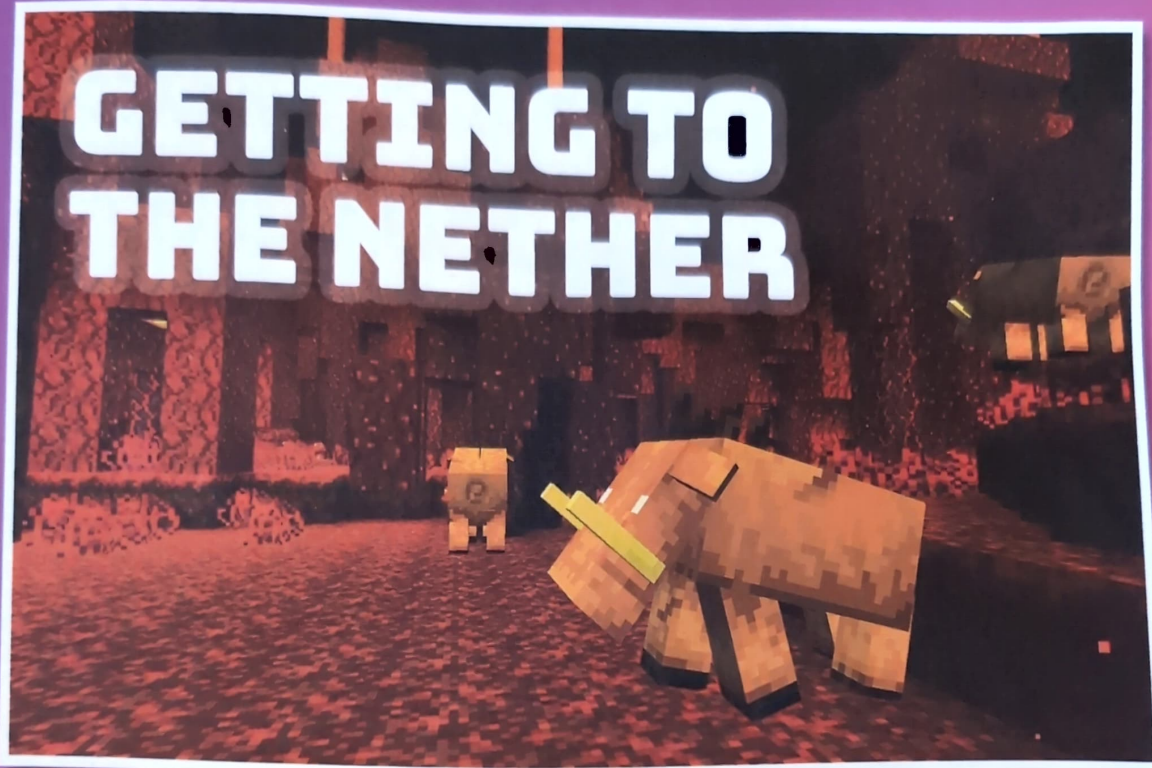
At this point, saddles can't be crafted. They can only be obtained by looting chests from various regions of the land, most commonly dungeons, and occasionally by fishing.

Becoming a rancher is a great way to make a little money on the side. Like farming, the products of living as a rancher can be taken to a village and sold. Generally speaking, to domesticate an animal, find the type of food it likes, and lure it home. Once it's enclosed, it will settle into its new life, and then players can start reaping the benefits of each creature. Below is a table of the most common domesticated animals.

COMMON LIVESTOCK

ANIMAL	PRODUCES	TRIGGERS BREEDING	USABLE ITEMS
 CAT	STRING	RAW COD AND SALMON	LEAD, DYE
 CHICKEN	FEATHERS, EGGS, RAW CHICKEN	WHEAT, BEETROOT, MELON, PUMPKIN SEEDS	LEAD
 COW	LEATHER, RAW BEEF, MILK	WHEAT	BUCKET, LEAD
 GOAT	GOAT HORN, MILK, RAW MUTTON	WHEAT	BUCKET, LEAD
 HORSE	LEATHER	GOLDEN CARROT, GOLDEN APPLE	SADDLE, LEAD, HORSE ARMOR
 LLAMA	LEATHER	HAY BALE	LEAD, CARPET
 PIG	RAW PORKCHOP	CARROTS, POTATOES, BEETROOT	LEAD, SADDLE, CARROT ON A STICK
 SHEEP	WOOL, RAW MUTTON	WHEAT	LEAD, SHEARS, DYE
 WOLF	N/A	ANY MEAT, ROTTEN FLESH	LEAD, DYE, BONES

GETTING TO THE NETHER



As previously mentioned, there are three distinct Minecraft dimensions. The Overworld is where a player's adventure starts. It's the only location with a day/night cycle, and is the most similar to Earth.

Then there is The End, which is where the final boss of Minecraft dwells. And finally, there's the Nether. This dark dimension is covered by fire and lava, and just about every creature encountered there is hostile.

To get to the Nether, players must construct a Nether Portal in the Overworld. It's an important place—not only for the materials found there, but because it's the gateway to The End and the final challenges of the game.

THE STEPS



Collecting obsidian is a critical first step to gaining access to the Nether. Like ore, players can collect obsidian with a pickaxe.

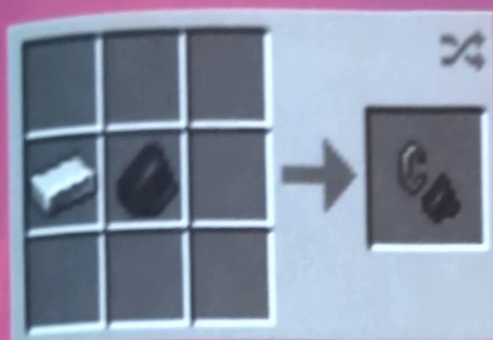
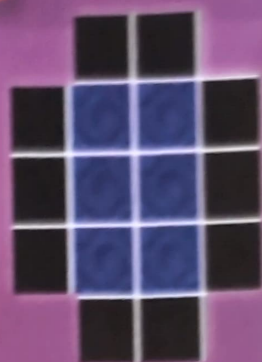


Look near locations on the Overworld where lava flows into water. Obsidian occurs when lava cools extremely rapidly to form a unique type of volcanic glass.

NETHER PORTAL



Players must collect at least 10 obsidian blocks to build a Nether Portal (14 blocks will also work). Once the frame is built, fire has to be added to the mix. This can be accomplished with a flint and steel, or with a Fire Charge. Once ignited, the frame will fill with Nether Portal Blocks, which act as a doorway to the Nether.

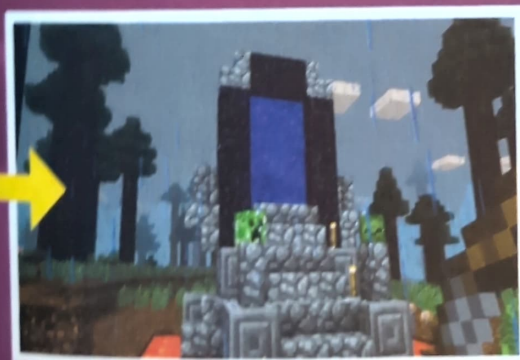


Use an iron ingot and flint to create a flint and steel. Strike the flint within range of the portal to activate it.

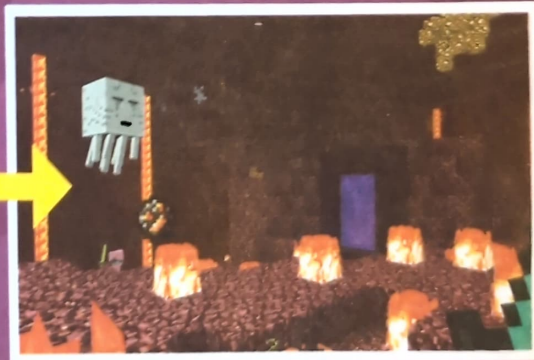


Blaze Powder, gunpowder and coal or charcoal are needed for this recipe.

FIRE ACTIVATES THE NETHER PORTAL AND GENERATES PURPLE NETHER PORTAL BLOCKS. WALKING THROUGH THESE WILL TRANSPORT PLAYERS INTO THE NETHER.



Create a frame with the obsidian using 10 to 14 of the blocks. Then add fire to the mix to activate the portal. Once the portal glows purple, the Nether will be accessible.



Inside the Nether, expect to be swarmed by Mobs like Ghasts, Skeletons and even Zombie Pigmen!

WEAPONS

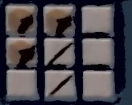
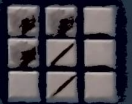


To survive the dark caverns of the world, you'd better come armed! It's a good thing that there are tons of weapons to craft. In this section, we detail the recipes for all the weapons, upgrades and enchantments you can make!

AXE**BOW****CROSSBOW****SHIELD****SWORD****TRIDENT**

CRAFTING AN AXE

The axe's main function is for cutting down trees, but in a pinch, it can be used to fight off Mobs. When attacking enemies, it uses two points of durability instead of one.

WEAPON	INGREDIENTS	DAMAGE	RECIPE	DURABILITY
WOODEN AXE	ANY PLANKS + STICK	4		60
STONE AXE	COBBLESTONE + STICK	4		132
IRON AXE	IRON INGOT + STICK	5		251
GOLDEN AXE	GOLD INGOT + STICK	6		33
DIAMOND AXE	DIAMOND + STICK	7		1562
NETHERITE AXE	NETHERITE + STICK	8		2032

THE RECIPES ON THE NEXT PAGES MAY BE THE MOST COMMON ITEMS YOU WILL CRAFT IN THE GAME. EXCEPT FOR THE PICKAXE, WEAPONS ARE THE MOST VITAL TOOLS IN YOUR INVENTORY. IT'S UNWISE TO VENTURE INTO CAVES WITHOUT AT LEAST A SWORD. ALL SORTS OF MONSTERS DWELL IN THE DARK RECESSES OF THE WORLD.

AXE DAMAGE DIFFERENCES

The table above shows the damage values for the Java Edition of the game. Below are the stats for the console and Bedrock versions.

AXES	WOODEN	STONE	IRON	GOLDEN	DIAMOND	NETHERITE
DAMAGES	7	9	9	7	9	10



CRAFTING RANGED WEAPONS

WEAPON	INGREDIENTS	ATTACH STATS		RECIPE	DURABILITY
		CHARGE TIME	DAMAGE		
BOW	STICK + STRING	NO CHARGE 0.25 - 0.95 1.0+ S CRITICAL HIT	1 5 6 10		384
CROSSBOW	STICK + STRING + IRON INGOT + TRIPWIRE HOOK	-	9		326

CRAFTING ARROWS, FIREWORKS & TRIPWIRE

Specific items are required to craft the bow and crossbow. Both weapons fire arrows, and you'll need a Tripwire Hook to craft a crossbow. Below are the critical items needed to build the bow and crossbow, as well as the recipe for the Java Edition exclusive Spectral Arrows.

ARROWS



TRIPWIRE HOOK



SPECTRAL ARROWS (JAVA EDITION ONLY)



TIPPED ARROWS

TYPE	INGREDIENTS	RECIPE	EFFECT
ARROW OF DECAY (CONSOLE/ BEDROCK ONLY)	ARROWS + POTION OF DECAY		APPLIES WITHER STATUS EFFECT TO TARGETS
ARROW OF FIRE RESISTANCE	ARROWS + POTION OF FIRE RESISTANCE		CAUSES IMMUNITY TO FIRE, LAVA AND FIREBALLS
ARROW OF HARMING	ARROWS + POTION OF HARMING		INSTANTLY DAMAGES LIVING TARGETS, BUT HEALS THE UNDEAD
ARROW OF LUCK (CONSOLE ONLY)	ARROWS + POTION OF LUCK		INCREASES THE LUCK OF THE TARGET BY 1 FOR 37S
ARROW OF NIGHT VISION	ARROWS + POTION OF NIGHT VISION		INCREASES BRIGHTNESS BY 15
ARROW OF POISON	ARROWS + POTION OF POISON		WHEN POISONED, YOU'LL TAKE DAMAGE OVER TIME, BUT WON'T DIE
ARROW OF REGENERATION	ARROWS + POTION OF REGENERATION		THE TARGET WILL RESTORE HEALTH SLOWLY OVER TIME
ARROW OF SLOW FALLING	ARROWS + POTION OF SLOW FALLING		ELIMINATES FALL DAMAGE BRIEFLY
ARROW OF SLOWNESS	ARROWS + POTION OF SLOWNESS		CAUSES A TEMPORARY SPEED REDUCTION

TYPE	INGREDIENTS	RECIPE	EFFECT
ARROW OF HEALING	ARROWS + POTION OF HEALING		INSTANTLY HEALS LIVING TARGETS, BUT DAMAGES THE UNDEAD
ARROW OF INVISIBILITY	ARROWS + POTION OF INVISIBILITY		CAUSES INVISIBILITY
ARROW OF LEAPING	ARROWS + POTION OF LEAPING		TARGETS HIT WITH THIS ARROW WILL JUMP HIGHER
ARROW OF STRENGTH	ARROWS + POTION OF STRENGTH		RECEIVE AN ATTACK BUFF
ARROW OF SWIFTNESS	ARROWS + POTION OF SWIFTNESS		GET A SPEED BOOST WHEN HIT WITH THIS ARROW
ARROW OF TURTLE MASTER	ARROWS + POTION OF TURTLE MASTER		TARGETS ARE SLOWED, BUT GET AN INCREASE IN RESISTANCE
ARROW OF WATER BREATHING	ARROWS + POTION OF WATER BREATHING		GAIN THE ABILITY TO BREATHE UNDER THE WATER
ARROW OF WEAKNESS	ARROWS + POTION OF WEAKNESS		ATTACK DAMAGE IS REDUCED

CRAFTING

CRAFTING A SWORD

Swords are more powerful than axes in the console and Bedrock versions of Minecraft. Below are the damage values.

WEAPON	INGREDIENTS	DAMAGE	RECIPE	DURABILITY
WOODEN SWORD	PLANKS + STICK	5		60
STONE SWORD	COBBLESTONE + STICK	6		132
IRON SWORD	IRON INGOT + STICK	7		251
GOLDEN SWORD	GOLD INGOT + STICK	5		33
DIAMOND SWORD	DIAMOND + STICK	8		1562
NETHERITE SWORD	NETHERITE + STICK	9		2032

BEDROCK DAMAGE VALUES

SWORD	WOODEN	STONE	IRON	GOLDEN	DIAMOND	NETHERITE
DAMAGES	4	5	6	4	7	8

THE TRIDENT



The trident is not a craftable item. The only way to acquire this powerful melee and ranged weapon is by killing a Drowned Mob. However, the drop rate for one is extremely low.

JAVA EDITION

	ATTACK DAMAGE	DPS	DURABILITY
MELEE CRITICAL	9	9.9	250
MELEE ATTACK	9.9	14.3	250
RANGE	8	8	250

BEDROCK AND CONSOLE VERSIONS

	ATTACK DAMAGE	DURABILITY
MELEE	9	250
RANGE	8	250

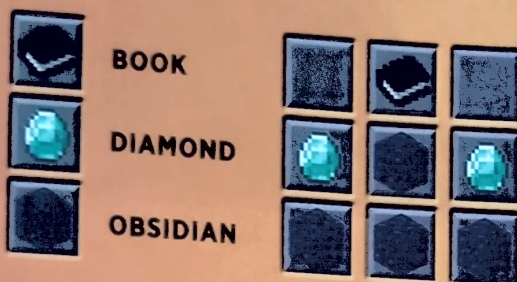
REPAIRING WEAPONS



Weapons have a fixed durability, and once that value is reached, they can no longer be used. Repair them by combining two damaged weapons as ingredients.

ENCHANTMENT

There are three main ways to enchant items. In this issue we focus on enchantments you can apply by using an Enchantment Table. Lapis lazuli, experience levels and the weapon to be enchanted are all that's required using this method. However, you can't do anything without a table, so we've added the recipe to build one here.



ENCHANTMENT WEAPONS

WEAPONS	ENCHANTMENT	MAX LVL	EFFECT
     	CURSE OF VANISHING	1	THE ITEM DISAPPEARS ON DEATH (JAVA AND CONSOLE ONLY)
     	FLAME	1	TURNS ALL ARROWS INTO FLAMING ARROWS
     	INFINITY	1	GRANTS INFINITE ARROWS WHILE USING THE WEAPON
     	MENDING	1	ALLOWS XP TO BE USED FOR REPAIRS
     	POWER	5	INCREASES THE ATTACK POWER OF THE WEAPON
     	PUNCH	2	KNOCKBACK DISTANCE IS INCREASED
     	UNBREAKING	3	THE WEAPON'S DURABILITY IMPROVES
     	FORTUNE	3	INCREASES THE BLOCK DROPS WHILE MINING
     	SILK TOUCH	1	UNOBTAINABLE BLOCKS BECOME MINABLE

WEAPONS	ENCHANTMENT	MAX LVL	EFFECT
	EFFICIENCY	5	INCREASES MINING SPEED
	SHARPNESS	5	ATTACK DAMAGE GETS A BUFF
	SMITE	5	INCREASES DAMAGE TO THE UNDEAD
	BANE OF ARTHROPODS	5	INCREASES ATTACK POWER AGAINST ARTHROPODS
	FIRE ASPECT	2	SETS THE TARGET ON FIRE
	LOOTING	3	MOBS DROP MORE LOOT
	KNOCKBACK	2	INCREASES KNOCKBACK DISTANCE
	SWEEPING EDGE	3	SWEEPS DO MORE DAMAGE (JAVA ONLY)
	QUICK CHARGE	3	DECREASES RELOAD TIME
	MULTISHOT	1	FIRES THREE ARROWS INSTEAD OF ONE
	PIERCING	4	ARROWS CAN PIERCE MULTIPLE TARGETS
	LOYALTY	3	THE TRIDENT RETURNS AFTER BEING THROWN
	CHANNELING	1	SUMMONS A LIGHTNING BOLT WHEN RAINING
	RIPTIDE	3	WHILE RAINING OR IN WATER, THE TRIDENT CARRIES THE USER ALONG WITH IT AND ADDS SPLASH DAMAGE (BEDROCK ONLY)
	IMPALING	5	INCREASES DAMAGE TO SEA CREATURES (JAVA); INCREASES DAMAGE WHILE IN WATER OR WHEN RAINING (BEDROCK ONLY)



COLOR CHANGE

By combining one with a banner (the recipe is here) you can make your own personalized shield. Right now, this feature is only available in the Java Edition, but we hope the other versions get this option soon!



SHIELDS

Shields can be equipped to the off-hand, allowing players to carry one while still attacking with a weapon. The recipe is simple: Wooden planks and an iron ingot are all you need (see above). It has a durability of 337 and completely blocks attacks of three points or less.

ARMOR



You start out defenseless when playing in Survival Mode; a few arrows from a skeleton can bring about an early end to your game. It's a good thing that you can craft armor to protect yourself from attacking Mobs! A set has four pieces: Helmet, Chestplate, Leggings and Boots.

ARMOR TYPES

LEATHER	IRON	CHAIN MAIL	GOLDEN	DIAMOND	NETHERITE	TURTLE SHELL



HELMET



CHESTPLATE



LEGGINGS



BOOTS

CRAFTING ARMOR

Below you'll find all the recipes for armor. Keep in mind, Chain Mail Armor can't be crafted. It must be obtained from defeated Mobs or through trading with a villager.

ARMOR PIECE	INGREDIENTS	DEFENSE POINTS	RECIPE	DURABILITY
LEATHER CAP	LEATHER	1		55
LEATHER TUNIC	LEATHER	3		80
LEATHER PANTS	LEATHER	2		75
LEATHER BOOTS	LEATHER	1		65
IRON HELMET	IRON INGOT	2		165
IRON CHESTPLATE	IRON INGOT	6		240
IRON LEGGINGS	IRON INGOT	5		225
IRON BOOTS	IRON INGOT	2		195
GOLDEN HELMET	GOLD INGOT	2		77
GOLDEN CHESTPLATE	GOLD INGOT	5		112
GOLDEN LEGGINGS	GOLD INGOT	3		105

...continues on next page

CONTINUED...

ARMOR PIECE	INGREDIENTS	DEFENSE POINTS	RECIPE	DURABILITY
GOLDEN BOOTS	GOLD INGOT	1		91
DIAMOND HELMET	DIAMOND	3		363
DIAMOND CHESTPLATE	DIAMOND	8		528
DIAMOND LEGGINGS	DIAMOND	6		495
DIAMOND BOOTS	DIAMOND	3		429
TURTLE SHELL	SCUTE	3		276
NETHERITE HELMET	NETHERITE INGOT	3		407
NETHERITE CHESTPLATE	NETHERITE INGOT	8		592
NETHERITE LEGGINGS	NETHERITE INGOT	6		555
NETHERITE BOOTS	NETHERITE INGOT	3		481

THE ADDITION OF NETHERITE HAS ADDED A NEW TYPE OF ARMOR TO MINECRAFT, SOMETHING THAT HASN'T BEEN DONE IN A VERY LONG TIME! BUT DON'T GET TOO EXCITED ABOUT CRAFTING YOUR OWN SET: NETHERITE MIGHT ACTUALLY BE HARDER TO COME BY THAN DIAMONDS. BUT IF YOU CAN GET ENOUGH, NETHERITE ARMOR IS INCREDIBLY POWERFUL.

FULL SET DEFENSE POINTS

This table shows what the defense point total for a complete set of armor provides.

MATERIAL	LEATHER	IRON	CHAIN MAIL	GOLDEN	DIAMOND	NETHERITE
DEFENSE POINTS	7	15	12	11	20	20



ARMOR ENCHANTMENTS

Like weapons, you can enchant armor through an Enchantment Table or Anvil. Take a look at the Crafting Weapons section for the Enchantment Table recipe.

ENCHANTMENT	PROTECTS AGAINST	DAMAGE REDUCTION BY LEVELS			
		1	2	3	4
PROTECTION	ALL ATTACKS	1	2	3	4
FIRE PROTECTION	FIRE, LAVA, BLAZE FIREBALLS	2	4	6	8
BLAST PROTECTION	EXPLOSIONS	2	4	6	8
PROJECTILE PROTECTION	ARROWS, GHOST AND BLAZE FIREBALLS	2	4	6	8
FEATHER FALLING	FALL DAMAGE	3	6	9	12



A LIVING WORLD



MINECRAFT'S ACTIVE BEINGS

Over the years, Mojang has continued to add Mobs to Minecraft, and these days, you can't turn your head without seeing an animal, monster or villager of some sort roaming the biomes of your world. We've put together a comprehensive list of every Mob currently in the game. We're excited to see the game's most recent additions—axolotls, glowing squids and the Warden—joining in on the action these days!



1 AXOLOTL

- CLASS Underwater
- LOCATION Underground Water Sources
- BEHAVIOR Passive (Hostile to other Mobs) ■ HP 13
- DAMAGE (easy/normal/hard) N/A
- INTRODUCED 2021



2 BAT

- CLASS Flying
- LOCATION Caves
- BEHAVIOR Passive
- HP 6
- DAMAGE (easy/normal/hard) N/A
- INTRODUCED 2012



3 BEE

- CLASS Flying
- LOCATION Forests, Plains
- BEHAVIOR Neutral
- HP 10
- DAMAGE (easy/normal/hard) 2/2/3
- INTRODUCED 2019



4 BLAZE

- CLASS Flying
- LOCATION Nether Fortresses
- BEHAVIOR Hostile
- HP 20
- DAMAGE (easy/normal/hard) 4/6/9 (Contact); 5/5/5 (Fireball)
- INTRODUCED 2011



5 CAT

- CLASS Tamable
- LOCATION Villages, Swamp Huts
- BEHAVIOR Passive
- HP 10
- DAMAGE (easy/normal/hard) N/A
- INTRODUCED 2012



6 CAVE SPIDER

- CLASS Crawling
- LOCATION Mineshafts
- BEHAVIOR Hostile
- HP 12
- DAMAGE (easy/normal/hard) 2/2/3 (Poison)
- INTRODUCED 2011



7 CHICKEN

- CLASS Common
- LOCATION Overworld
- BEHAVIOR Neutral
- HP 4
- DAMAGE (easy/normal/hard) N/A
- INTRODUCED 2010



8 CHICKEN JOCKEY

- CLASS Rare
- LOCATION Overworld
- BEHAVIOR Hostile
- HP Jockey: 20; Chicken: 4
- DAMAGE (easy/normal/hard) 2/3/4
- INTRODUCED 2013



9 COD

- CLASS Fish
- LOCATION Oceans
- BEHAVIOR Passive
- HP 3
- DAMAGE (easy/normal/hard) N/A
- INTRODUCED 2016



10 COW

- CLASS Common
- LOCATION Overworld
- BEHAVIOR Passive
- HP 10
- DAMAGE (easy/normal/hard) N/A
- INTRODUCED 2010



11 CREEPER

- CLASS Common
- LOCATION Overworld
- BEHAVIOR Hostile
- HP 20
- DAMAGE (easy/normal/hard) 22.5/43/64.5
- INTRODUCED 2009



12 DOLPHIN

- CLASS Fish
- LOCATION Oceans
- BEHAVIOR Neutral
- HP 10
- DAMAGE (easy/normal/hard) 2.5/3/4.5
- INTRODUCED 2018



13 DONKEY

- CLASS Tamable
- LOCATION Villages, Plains, Savanna
- BEHAVIOR Passive
- HP 15
- DAMAGE (easy/normal/hard) N/A
- INTRODUCED 2013



14 DROWNED

- CLASS Underwater
- LOCATION Oceans, Rivers
- BEHAVIOR Hostile
- HP 20
- DAMAGE (easy/normal/hard) 2.5/3/4.5; 5/9/12 (Trident)
- INTRODUCED 2018



15 ELDER GUARDIAN

- CLASS Underwater
- LOCATION Ocean Monuments
- BEHAVIOR Hostile
- HP 80
- DAMAGE (easy/normal/hard) 5/8/12 (Laser); 2/2/3 (Spike)
- INTRODUCED 2014



16 ENDER DRAGON

- CLASS Flying
- LOCATION The End
- BEHAVIOR Hostile
- HP 200
- DAMAGE (easy/normal/hard) 6/10/15 (Melee); 6/6/6 (Fireball)
- INTRODUCED 2011



MOBS



17 ENDERMAN

- CLASS Teleport
- LOCATION Overworld (low light), Nether, The End
- BEHAVIOR Neutral ■ HP 40
- DAMAGE (easy/normal/hard) 4.5/7/10.5
- INTRODUCED 2011



18 ENDERMITE

- CLASS Hostile
- LOCATION 5% chance when an Ender Pearl lands
- BEHAVIOR Hostile ■ HP 8
- DAMAGE (easy/normal/hard) 2/2/3
- INTRODUCED 2014



19 EVOKER

- CLASS Illager
- LOCATION Woodland Mansions
- BEHAVIOR Hostile ■ HP 24
- DAMAGE (easy/normal/hard) 4/6/9
- INTRODUCED 2016



20 FOX

- CLASS Nocturnal
- LOCATION Taiga
- BEHAVIOR Passive ■ HP 20
- DAMAGE (easy/normal/hard) 2/2/3
- INTRODUCED 2019



21 GHAST

- CLASS Floating
- LOCATION Nether
- BEHAVIOR Hostile ■ HP 10
- DAMAGE (easy/normal/hard) 7/12/25; 6/6/6 (Explosion)
- INTRODUCED 2010



22 GLOW SQUID

- CLASS Fish
- LOCATION Oceans and Rivers
- BEHAVIOR Passive ■ HP 10
- DAMAGE (easy/normal/hard) N/A
- INTRODUCED 2021



23 GOAT

- CLASS Tamable
- LOCATION Mountains
- BEHAVIOR Neutral ■ HP 10
- DAMAGE (easy/normal/hard) 1/1/1
- INTRODUCED 2021



24 GUARDIAN

- CLASS Underwater
- LOCATION Ocean Monuments
- BEHAVIOR Hostile ■ HP 30
- DAMAGE (easy/normal/hard) 4/6/9 (Laser); 2/2/3 (Spike)
- INTRODUCED 2014



25 HOGLIN

- CLASS Nether
- LOCATION Nether
- BEHAVIOR Hostile ■ HP 15
- DAMAGE (easy/normal/hard) 5/8/12
- INTRODUCED 2020



26 HORSE

- CLASS Tamable
- LOCATION Plains, Savanna
- BEHAVIOR Passive ■ HP 15
- DAMAGE (easy/normal/hard) N/A
- INTRODUCED 2013



27 HUSK

- CLASS Desert
- LOCATION Desert
- BEHAVIOR Hostile ■ HP 20
- DAMAGE (easy/normal/hard) 2.5/3/4.5
- INTRODUCED 2016



28 IRON GOLEM

- CLASS Utility
- LOCATION Villages, Pillager Outposts
- BEHAVIOR Neutral ■ HP 100
- DAMAGE (easy/normal/hard) 11.75/21.5/32.25
- INTRODUCED 2012



29 LLAMA

- CLASS Tamable
- LOCATION Savanna, Mountains
- BEHAVIOR Neutral
- HP 15-30
- DAMAGE (easy/normal/hard) 1/1/1
- INTRODUCED 2016



30 MAGMA CUBE

- CLASS Nether
- LOCATION Nether
- BEHAVIOR Hostile
- HP Small: 1; Medium: 4; Big: 16
- DAMAGE (easy/normal/hard) 2.5/3/4.5 (small); 3/4/6 (medium); 4/6/9 (big)
- INTRODUCED 2011



31 MOOSHROOM

- CLASS Common
- LOCATION Mushroom Fields
- BEHAVIOR Passive
- HP 10
- DAMAGE (easy/normal/hard) N/A
- INTRODUCED 2011



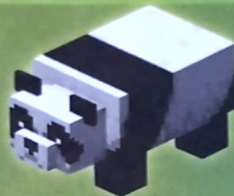
32 MULE

- CLASS Tamable
- LOCATION Breed a horse and donkey
- BEHAVIOR Passive
- HP 15-30
- DAMAGE (easy/normal/hard) N/A
- INTRODUCED 2013



33 OCELOT

- CLASS Jungle
- LOCATION Jungle
- BEHAVIOR Passive
- HP 10
- DAMAGE (easy/normal/hard) N/A
- INTRODUCED 2012



34 PANDA

- CLASS Jungle
- LOCATION Jungle
- BEHAVIOR Neutral
- HP 20
- DAMAGE (easy/normal/hard) 4/6/9
- INTRODUCED 2018



35 PARROT

- CLASS Tamable
- LOCATION Jungle
- BEHAVIOR Passive
- HP 6
- DAMAGE (easy/normal/hard) N/A
- INTRODUCED 2017



36 PHANTOM

- CLASS Undead
- LOCATION Overworld, Nether
- BEHAVIOR Hostile
- HP 20
- DAMAGE (easy/normal/hard) 4/6/9
- INTRODUCED 2018



37 PIG

- CLASS Common
- LOCATION Overworld
- BEHAVIOR Passive
- HP 10
- DAMAGE (easy/normal/hard) N/A
- INTRODUCED 2009



38 PIGLIN

- CLASS Nether
- LOCATION Nether
- BEHAVIOR Hostile
- HP 16
- DAMAGE (easy/normal/hard) 5/9/13 (Melee); 3/3/4 (Ranged)
- INTRODUCED 2020



39 PIGLIN BRUTE

- CLASS Nether
- LOCATION Nether
- BEHAVIOR Hostile
- HP 50
- DAMAGE (easy/normal/hard) 6/10/15
- INTRODUCED 2020



40 PILLAGER

- CLASS Illager
- LOCATION Overworld
- BEHAVIOR Hostile
- HP 24
- DAMAGE (easy/normal/hard) 2/3/5 (Melee); 3/4/4 (Ranged)
- INTRODUCED 2018



41 POLAR BEAR

- CLASS Arctic
- LOCATION Snowy Tundra, Frozen Ocean
- BEHAVIOR Neutral
- HP 30
- DAMAGE (easy/normal/hard) 4/6/9
- INTRODUCED 2016



42 PUFFERFISH

- CLASS Fish
- LOCATION Oceans
- BEHAVIOR Passive
- HP 3
- DAMAGE (easy/normal/hard) 2/2/3
- INTRODUCED 2018



43 RABBIT

- CLASS Common
- LOCATION Overworld
- BEHAVIOR Passive
- HP 3
- DAMAGE (easy/normal/hard) N/A
- INTRODUCED 2014



44 RAVAGER

- CLASS Bovine
- LOCATION Overworld
- BEHAVIOR Hostile
- HP 100
- DAMAGE (easy/normal/hard) 7/12/18 (Melee); 4/6/9 (Roar)
- INTRODUCED 2018



45 SALMON

- CLASS Fish
- LOCATION Oceans, Rivers
- BEHAVIOR Passive
- HP 3
- DAMAGE (easy/normal/hard) N/A
- INTRODUCED 2018



46 SHEEP

- CLASS Common
- LOCATION Overworld
- BEHAVIOR Passive
- HP 8
- DAMAGE (easy/normal/hard) N/A
- INTRODUCED 2009



47 SHULKER

- CLASS The End
- LOCATION End City
- BEHAVIOR Hostile
- HP 30
- DAMAGE (easy/normal/hard) 4/4/4
- INTRODUCED 2015



48 SILVERFISH

- CLASS Crawling
- LOCATION Strongholds, Mountains
- BEHAVIOR Hostile
- HP 8
- DAMAGE (easy/normal/hard) 1/1/1
- INTRODUCED 2011



49 SKELETON

- CLASS Undead
- LOCATION Overworld, Nether
- BEHAVIOR Hostile
- HP 20
- DAMAGE (easy/normal/hard) 2/2/3 (Melee); 3/4/5 (Ranged)
- INTRODUCED 2009



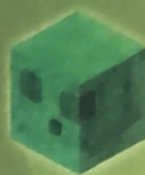
50 SKELETON HORSE

- CLASS Undead
- LOCATION Skeleton Traps
- BEHAVIOR Passive
- HP 15
- DAMAGE (easy/normal/hard) N/A
- INTRODUCED 2013



51 SKELETON HORSEMAN

- CLASS Undead
- LOCATION Overworld
- BEHAVIOR Hostile
- HP 20
- DAMAGE (easy/normal/hard) 2/2/3 (Melee); 3/4/5 (Ranged)
- INTRODUCED 2013



52 SLIME

- CLASS Floating
- LOCATION Slime Chunks
- BEHAVIOR Hostile
- HP Small: 1; Medium: 4; Big: 16
- DAMAGE (easy/normal/hard) 0/0/0 (small); 2/2/3 (medium); 3/4/6 (big)
- INTRODUCED 2010



53 SNOW GOLEM

- CLASS Utility
- LOCATION Overworld
- BEHAVIOR Passive
- HP 4
- DAMAGE (easy/normal/hard) N/A
- INTRODUCED 2011



54 SPIDER

- CLASS Common
- LOCATION Overworld
- BEHAVIOR Neutral
- HP 16
- DAMAGE (easy/normal/hard) 2/2/3
- INTRODUCED 2009



55 SPIDER JOCKEY

- CLASS Rare
- LOCATION Caves
- BEHAVIOR Hostile
- HP Skeleton: 20; Spider: 16
- DAMAGE (easy/normal/hard) 2/2/3 (Melee); 4/4/5 (Ranged)
- INTRODUCED 2010



56 SQUID

- CLASS Fish
- LOCATION Oceans, Rivers
- BEHAVIOR Passive
- HP 10
- DAMAGE (easy/normal/hard) N/A
- INTRODUCED 2011



57 STRAY

- CLASS Undead
- LOCATION Frozen Biomes
- BEHAVIOR Hostile
- HP 20
- DAMAGE (easy/normal/hard) 2/2/3 (Melee); 3/4/5 (Ranged)
- INTRODUCED 2016



58 STRIDER

- CLASS Nether
- LOCATION Nether
- BEHAVIOR Passive
- HP 15
- DAMAGE (easy/normal/hard) N/A
- INTRODUCED 2020



59 TROPICAL FISH

- CLASS Fish
 - LOCATION Oceans
 - BEHAVIOR Passive
 - HP 3
 - DAMAGE (easy/normal/hard) N/A
 - INTRODUCED 2018
- (Note: 3,584 species in-game)



60 TURTLE

- CLASS Ocean
- LOCATION Oceans, Beaches
- BEHAVIOR Passive
- HP 30
- DAMAGE (easy/normal/hard) N/A
- INTRODUCED 2018



61 VEX

- CLASS Undead
- LOCATION Overworld
- BEHAVIOR Hostile
- HP 14
- DAMAGE (easy/normal/hard) 5.5/9/13.5
- INTRODUCED 2016



62 VILLAGER

- CLASS Common
- LOCATION Overworld
- BEHAVIOR Neutral
- HP 20
- DAMAGE (easy/normal/hard) 5/5/6
- INTRODUCED 2011



65 THE WARDEN

- CLASS Blind
- LOCATION Deep Underground Caves
- BEHAVIOR Hostile
- HP 84
- DAMAGE (easy/normal/hard) 30/30/30
- INTRODUCED 2021



63 VINDICATORS

- CLASS Illager
- LOCATION Overworld, Woodland Mansions
- BEHAVIOR Hostile
- HP 24
- DAMAGE (easy/normal/hard) 7.3/13/19.5
- INTRODUCED 2016



64 WANDERING TRADER

- CLASS Common
- LOCATION Overworld
- BEHAVIOR Passive
- HP 20
- DAMAGE (easy/normal/hard) N/A
- INTRODUCED 2019



66 WITCH

- CLASS Illager
- LOCATION Overworld
- BEHAVIOR Hostile
- HP 26
- DAMAGE (easy/normal/hard) 6/6/6 (Poison)
- INTRODUCED 2012



67 WITHER

- CLASS Undead
- LOCATION Overworld
- BEHAVIOR Hostile
- HP 600
- DAMAGE (easy/normal/hard) 35.5/69/103.5
- INTRODUCED 2012



68 WITHER SKELETON

- CLASS Undead
- LOCATION Nether
- BEHAVIOR Hostile
- HP 20
- DAMAGE (easy/normal/hard) 5/8/12 (Melee); 1/1/1 (Wither)
- INTRODUCED 2012



69 WOLF

- CLASS Tamable
- LOCATION Overworld
- BEHAVIOR Neutral
- HP 8
- DAMAGE (easy/normal/hard) 3/4/6
- INTRODUCED 2011



70 ZOGLIN

- CLASS Undead
- LOCATION Overworld, The End
- BEHAVIOR Hostile
- HP 40
- DAMAGE (easy/normal/hard) 5/8/12
- INTRODUCED 2020



71 ZOMBIE

- CLASS Undead
- LOCATION Overworld (Night)
- BEHAVIOR Hostile
- HP 20
- DAMAGE (easy/normal/hard) 2.5/3/4.5
- INTRODUCED 2009



72 ZOMBIE VILLAGERS

- CLASS Undead
- LOCATION Overworld
- BEHAVIOR Hostile
- HP 20
- DAMAGE (easy/normal/hard) 2.5/3/4.5
- INTRODUCED 2012



73 ZOMBIFIED PIGLIN

- CLASS Undead
- LOCATION Nether
- BEHAVIOR Hostile
- HP 20
- DAMAGE (easy/normal/hard) 5/8/12
- INTRODUCED 2020

DREAMWORKS IN BLOCKS



Minecraft has seen a huge amount of success with their impressive franchise crossovers. The latest comes in the form of a mashup with How to Train Your Dragon. Players can select one of several

popular characters from the property and start a brand-new adventure across the Barbaric Archipelago and the Island of Berk.

Players will take on quests like freeing trapped dragons, and then use their pals to

fly around the huge world. The cost to download all of this great content is 1,340 Minecoins, and it can be found in the Marketplace of the Bedrock Edition on all supported platforms.

SPECIAL ADDITION



A surprise How to Train Your Dragon item was added to the Minecraft character creator for all players, whether they purchased the DLC or not!

HOW TO TRAIN YOUR DRAGON SKINS



VILLAGER QUESTS

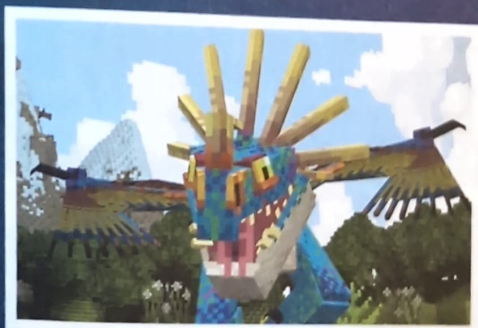


When players aren't unlocking new dungeons to explore, they can complete quests for residents of Berk Island and help them with their daily routines. They'll be able to join up with characters like Stoick the Vast, Astrid and Snotlout in quests that are full of secrets to discover!

HOW TO TRAIN YOUR DRAGON SKINS



VILLAGER QUESTS



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FREE MAPS

SUSTAINABILITY CITY

Several educational maps were released in Minecraft for players to download, play, discover and learn.

GET READY TO RECYCLE



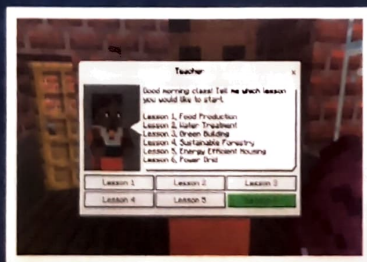
The goal of Sustainability City is to give players a sense of stewardship for their planet. With lessons about creating sustainable homes, managing non-recyclable waste products, clean electricity generation and sustainable forestry, Sustainability

City is a one-stop shop for learning how to live in a more environmentally aware world.

The best part about the map is that it's free to all players, and it was built to be accessible to users of all ages. It has an intuitive interface that helps guide

players through the city. It explains how small changes in our daily lives can have a massive, beneficial impact on the future of Earth.

There are six lessons available right now, with more content expected in the future.



A teacher presents the available lessons once the map is started. As more lessons are added, this is where players will head to begin them.



Following the sparkling stars in the air will take players to the next objective in their lesson. It's an easy way to find the next task to complete.



Not only does Sustainability City educate players, but it's always a lot of fun to play. Completing mission objectives are as entertaining as they are educational.

LESSONS

The map was originally created exclusively for Education Edition, but Mojang added the new guide system as a way for players at home to enjoy the map without needing a teacher close at hand. It makes the experience more accessible for all players.



SUSTAINABLE FOOD PRODUCTION

This lesson starts at a grocery store and ends at a farm, where players get to explore all of the steps required to maintain a sustainable food production chain.



OUTFLOW ORDER

It's something that isn't discussed that much, but water treatment is not only a vital part of our infrastructure, but it's also a fascinating topic in general. Sustainability City has a detailed facility for players to explore.

IT'S GOOD TO BE GREEN



Head to the massive recycling facility to learn everything there is to know about how recyclable waste is processed and repurposed for consumer use. Each step in the lesson goes through the process of recycling, and shows in detail how different industries create and utilize recycled products. It's a fascinating look at waste management.

DOWNLOAD DETAILS



Name Sustainability City

Developer Mojang

Price Free

Versions Available to all Minecraft versions

FARM LIFE

LEARN ABOUT AGRICULTURE

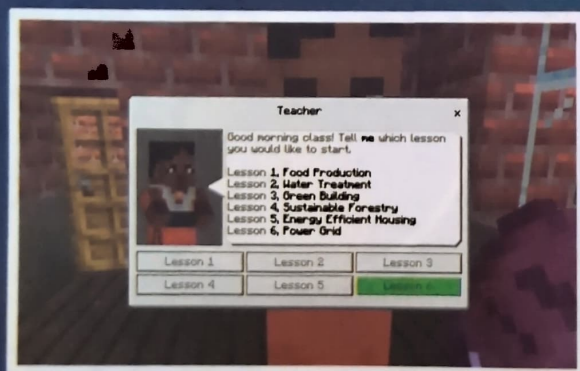


During the recent Spring Sale, Mojang offered players four amazing worlds with a nature theme. Farm Life, developed by PixelHeads, was our absolute favorite. And now this map is free to be enjoyed by every fan of Minecraft.

Launching the map puts players in a family-owned farm, where any help is more than welcome. They have various goals to complete, from feeding livestock to plowing and seeding the land.

Players will also need to tend to crops, which is extremely fun, because they'll get to hop into a small plane and use it to spray pesticides over the fields as they fly around. It's a great way to experience life as a farmer.

HONEST WORK



Different members of the family guide players through the daily life of a farmer and provide tasks that need to be completed.



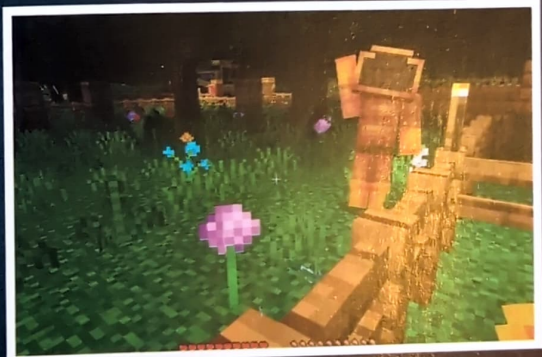
In the fields, players have to decide which crops to sow. There are more than 50 crops and fruit trees to harvest.

MAGNIFICENT MACHINERY

There are more than 10 vehicles to drive in Farm Life. Some even have upgrades and attachments that change the way they work. The short-term goal is to use the vehicles to produce food, while the long-term goal is to be a world-class farmer.



Even Chewbacca enjoys life on the farm. After so much strife and war in a galaxy far, far away, it's nice to focus on the simpler things.



There are so many things to discover in Farm Life, it's hard to pick a favorite element. We love the beehives, but the pigpen is also a great place to visit.



You'll need to feed the livestock to keep them healthy and happy. After they get comfortable, they'll start following players around the fields.



Hopping into the airplane to fly over the massive farm is one of our favorite parts of Farm Life. We just can't get enough!

